

HEROQUEST

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2-5



The Mage of the Mirror Quest Book

Requires *HeroQuest Game System* to play (sold separately).

These potions may be purchased only between quests.

Alchemist's Shop

Three of these potions can be used only by the Elf. Different potions may also be purchased from the Alchemist's Shop in other quest packs.



Potion of Recall

Cost: 400 gold coins

An Elf who drinks this greenish mixture regains a spell, which was cast earlier during the current quest. Choose wisely which spell to recall!



Potion of Speed

Cost: 500 gold coins

When an Elf drinks this syrupy brew, they can move up to 12 squares per turn instead of rolling the red dice. The Elf also gets two attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.



Potion of Vision

Cost: 500 gold coins

Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps (coded in gold on Quest map) within their line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.



Potion of Superior Restoration

Cost: 800 gold coins

This refreshing concoction restores any hero's Body and Mind Points to the level they were at when the hero started the quest. This potion may also be used to cure a hero who has been turned into a werewolf.

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Contents

Miniatures and Furniture*



Elven archmage



Elf hero



Ogre



Giant wolves



Elven warriors



Elven archers



Iron door



Wooden door



Portcullises



Chests



Mirror stands



Throne



Weapons rack



Bookcases



Fireplace



Alchemist's bench



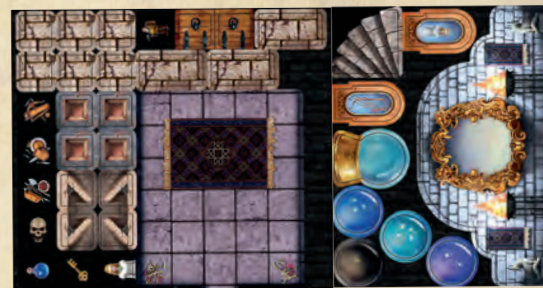
Tomb

The adventure continues! The Mage of the Mirror is an expansion set used with your *HeroQuest Game System*. You must have the game system in order to play the adventures in this booklet.

To learn more about the monster figures available in this quest pack, see the monster cards and the Monster Chart at the back of this book.



35 game cards



Cardboard tile sheet: see below for descriptions of the cardboard components.

*All furniture has been specially designed for the elven world.

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Component Descriptions

The two plastic doors, the portcullises, and the cardboard components in this quest pack are described in this section. All cardboard components should be carefully removed from the cardboard tile sheet. Note that the tiles are two-sided. The front and back of many tiles are different.

Next to most components is a symbol that represents that component on the quest maps. These symbols appear on each map to show you where to place components on the gameboard. For example, a trap door shown below is represented on the quest map by the symbol shown to the right of the door.

Design Your Own Quest. The quest map symbols shown here are the exact size needed for the blank "design your own" quest map found at the back of this quest book and provided in the Hero Quest Game System quest book. All you have to do is either photocopy or scan and print the symbols and cut them out. See "Design Your Own Quest Adventures" on page 39.



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Iron Entrance Door

This iron door is placed on the edge of the gameboard in each quest. Heroes line up outside the door to begin each quest. In some quests, this door also serves as an exit door.



Wooden Exit Door

In most quests, this special wooden door is used to exit the gameboard at the end of a quest.



Portcullises x4

Some of these massive iron gates open when the heroes spring a certain trap, while others are unlocked by the brass key or forced open by brute strength. Heroes and monsters cannot see through a portcullis until it is opened.



Trap Doors x2

The two trap doors are used to link two visually unconnected rooms via an unseen tunnel. When landing on one trap door, a hero moves instantly to the other trap door.



Sky Orb and Sky Orb Tokens

This artifact is a mystical crystal orb that protects the hero who is carrying it from Mind Point damage. It can absorb up to 4 Mind Points of damage before it becomes useless. When a hero finds the Sky Orb, they take it and the four Sky Orb tokens. Whenever the hero suffers Mind Point damage, they give up one Sky Orb token for each Mind Point of damage. (Give up the token with four points of light first, then the one with three points, etc.) When the hero has no more tokens, the Sky Orb is useless.



Mirrors

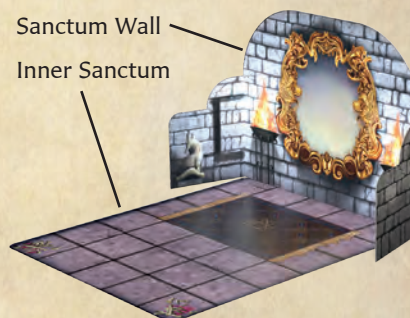
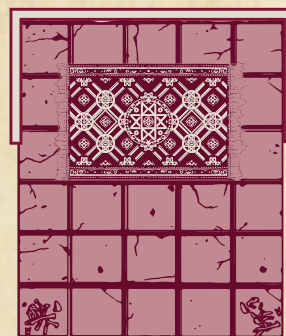
These standing mirrors are secret portals that lead to great treasure and hidden rooms. Fit these into the plastic stands when they are called for in a quest.



Inner Sanctum and Sanctum Wall

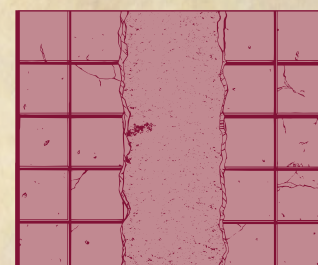
The archmage Sinestra commands her minions to carry out her evil plans from her center of power in this room. The wall should be erected at the back of the sanctum, as shown below.

When a hero has opened the appropriate door, place the sanctum room and wall on the game-board as shown.



Quicksand

This area contains a bottomless pit filled with quicksand that threatens to suck in careless or unlucky heroes.



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Lunarium Flask

The glittering, silver liquid in this flask is the only means of opening a mirror entry into the Realm of Reflection, where Princess Millandriell is held captive. Only the prospector can identify true lunarium.

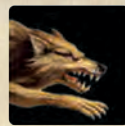
Long Pit Trap

If a hero wants to jump over this pit the long way, they must have at least three squares of movement left after they move next to the pit. The hero then rolls one combat die. A black shield means the hero has jumped across safely, using up three squares of movement. The hero can continue to move if they have more movement left. Any result other than a black shield means the hero falls into the pit, suffering 2 Body Points of damage. On a subsequent turn, the hero must roll a 5 or 6 on a red die to climb out of the pit. While in the pit, the hero rolls one less combat die when attacking or defending (but never less than one die).

Note: These traps can be jumped across the short side, the same as regular pit traps.

Weapon Packs

These tiles represent weapons and other items dropped by the heroes when they are transformed into wolves.



Wolf Tokens

These tokens represent heroes in wolf form.



Prospector

This tile represents the old prospector who acts as an ally and is controlled by the hero who finds him.



Brass Key

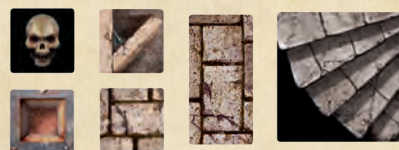
This key is used to open a portcullis in several quests. The brass key tile is given to the hero who finds the key.



Princess Millandriell

This tile represents the kidnapped daughter of Queen Terrellia. Princess Millandriell acts as an ally and is controlled by the hero who finds her.

Skulls, Secret Doors, Blocked Squares, Double Blocked Squares, Pit Traps, and Spiral Stairway



These are additional copies of tiles found in the game system, available for use in this expansion.

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Playing the Quests

The quests in the Mage of the Mirror are generally played the same way as the quests in the HeroQuest Game System. It is especially important that these quests be played in order. As in the game system, heroes are returned to full strength (all Body and Mind Points are restored) between quests.

There are a few gameplay differences in the Mage of the Mirror.

1. The Quests

The first three quests are solo adventures, designed for play by an Elf alone. These can be used as an introduction to HeroQuest for a new player or as fun quests to play when only two players are available. Also, if a new Elf is to join a party of experienced characters, these three quests allow the Elf to catch up with the other heroes by gaining gold, equipment, and magical items.

The rest of the quests are designed for play by groups with the final two meant to be played as a double-sized quest where the heroes must cross between the two to achieve ultimate victory.

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2. Starting and Ending a Quest

The heroes do not always start and end their quests on the spiral stairway. The message from Mentor at the beginning of each quest tells where the heroes start and end the quest. When there is an iron entry or wooden exit door, it is shown on the quest map with an arrow pointing inward toward the gameboard. When there is an entry door, it is always placed on the gameboard in its specified location before each quest begins. At the start of an adventure, the heroes line up outside the door and ask Zargon to open it. The exit is shown on the quest map with an arrow pointing outward from the gameboard.

Note: As with regular doors, an exit door is not put on the gameboard by Zargon until a hero looks down the appropriate corridor. An exit door is usually opened in the same way as a regular door, unless specified otherwise in the quest notes.

3. Mind Points

- When a hero reaches zero Mind Points, they are not dead but in shock. (A hero cannot go below zero Mind Points.) They roll only one red die to move, attack with only one combat die, and defend with only two combat dice. (Armor, weapons, and most artifacts do not increase the Attack or Defend dice when a hero is in shock.) The hero's Attack and Defend dice can be temporarily increased by some spells and spell scrolls.

- The extra Mind Points gained from certain artifacts (such as the Talisman of Lore) can be lost in battle. For example, a Barbarian with the Talisman of Lore (for a total of 3 Mind Points) goes into shock after they accumulate 3 Mind Points of damage.
- In this and other quest packs, it is important to keep track of heroes' current Mind Points. Tell the players to use the bottom row of Body Point boxes on their character sheets to record Mind Point damage.

4. Updated Spell System

The elven spell cards introduced in this quest pack are an updated spell group for the Elf's use only. The Elf may choose either this spell group or any other after the wizard chooses their first spell group. If the Elf does not choose from these elven spell cards, they are removed from play.

If the Elf does choose the updated elven spell cards, they must pick only three of the eight elven spells to use in each quest.

Note: The wizard can choose a total of three spell groups. The remaining group(s) of spell cards are removed from play.

5. Elven Riches

If a quest in this book does not specifically call out a reward (or lack thereof) for a room containing a treasure chest then the first time that room is searched for treasure award that Hero 200 gold coins.

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6. Mercenaries

Mercenaries may be hired for any group quest in this quest pack (but not for the solo quests) if they are available to you (such as by owning the Frozen Horror Quest Pack).

7. Rule Clarifications

- Passing Items:** A hero can pass a potion, artifact, weapon, or any other item to another hero only if the two heroes are in adjacent squares and neither hero is adjacent to a monster.
- Spiral Stairway:** During a quest, if a hero stands on a spiral stairway and attacks monsters, the monsters can attack back on Zargon's turn. When a spiral stairway is used as the exit at the end of a quest, any hero who moves onto that spiral stairway is immediately removed from the gameboard.

8. Wandering Monsters

Several quests in this quest pack have multiple wandering monsters. These monsters may appear if a hero draws a wandering monster card from the treasure card deck or if a hero moves

on to a wandering monster trap as described below. For example, if the quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place three Goblins adjacent to the hero who initiated the wandering monster encounter. If fewer than three adjacent squares are available, place the remaining monsters as close to the hero as possible.

9. Additional Wandering Monster Trap

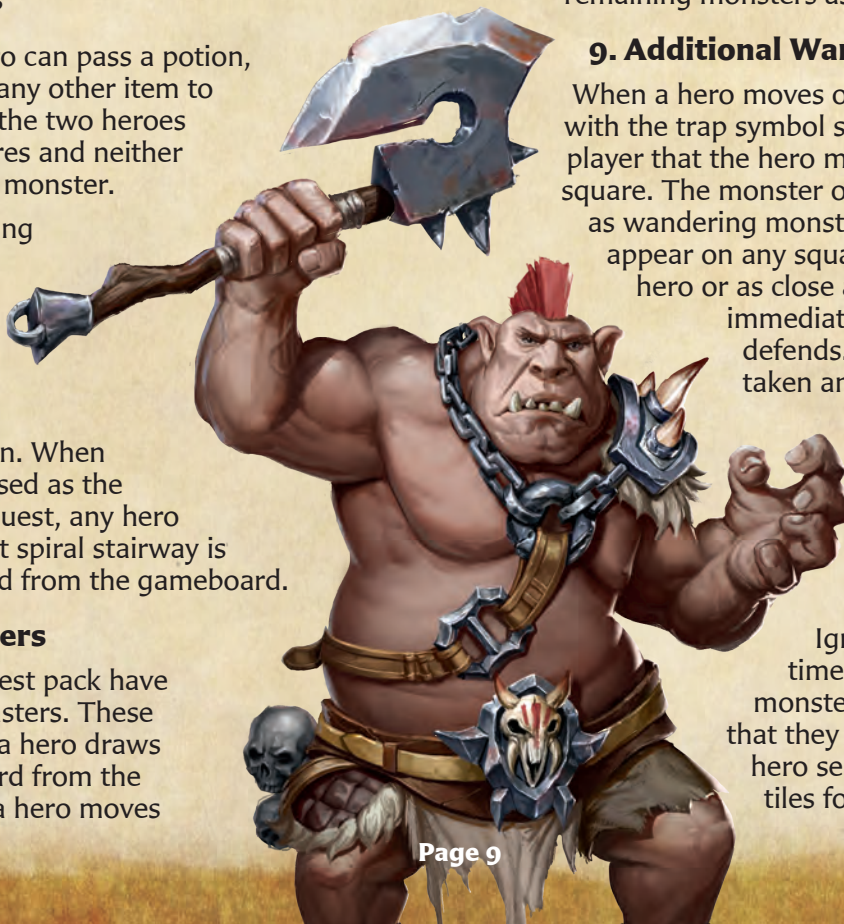
When a hero moves onto a square with the trap symbol shown, tell the player that the hero must stop on that square. The monster or monsters listed as wandering monsters for that quest



appear on any square or squares adjacent to the hero or as close as possible. The monsters immediately attack and the hero defends. (If the hero has not already taken an action that turn, they may do so after they defend.)

Otherwise, the turn passes to the next player (or to Zargon). Each wandering monster trap can be activated only once. Monsters cannot activate it.

Ignore the trap after the first time a hero triggers it. Wandering monster traps are so well concealed that they are not detected when a hero searches for traps. There are no tiles for wandering monster traps.



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10. Large Monsters

When a monster takes up more than one square (the giant wolf in this quest pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

11. Selling Excess Items

As the heroes gain better equipment, they can sell some of their old items to the armory. Only items that are listed for sale in the armory can be sold back to the armory. The hero receives gold coins equal to half of the armory's price when selling items to the armory. Thus, a hero who sells a longsword (which costs 350 gold coins) back to the armory receives 175 gold coins. Items sold at the armory for odd sums (the dagger at 25 gold coins, for example) can be sold back for half price, rounded down (12 gold coins for the dagger).

12. Treasure

Large gold coin treasures found in treasure chests should be divided among all surviving heroes.

13. Additional Artifact Cards

- *Elven Boots, Elven Bracers, Elven Bow of Vindication, Bone Wand, Ancient Staff, and Sky Orb*: These artifacts are similar to the artifacts in the game system. When a hero finds one of these artifacts, they should record it on their character sheet.

- **Spell Scroll**: The *Treasure Without Doom* artifact card in this quest pack is a spell scroll. It is used just like the spell cards in the game system. However, a spell scroll can be used by *any* hero (not just the wizard and elf) who finds one.
Note: A spell scroll can be used only once.
- The hero should record the spell scroll on their character sheet and return the scroll to the deck. After a spell scroll has been used, it must be crossed off the hero's character sheet.

14. Additional Treasure Cards

The four treasure cards added to this quest pack should be mixed into the game systems deck of treasure cards before play begins. Draw from this deck when a hero searches for treasure.

15. Turning Heroes into Werewolves

In Quest 7, the heroes may meet werewolves. Use the giant wolf figures for these accursed monsters.

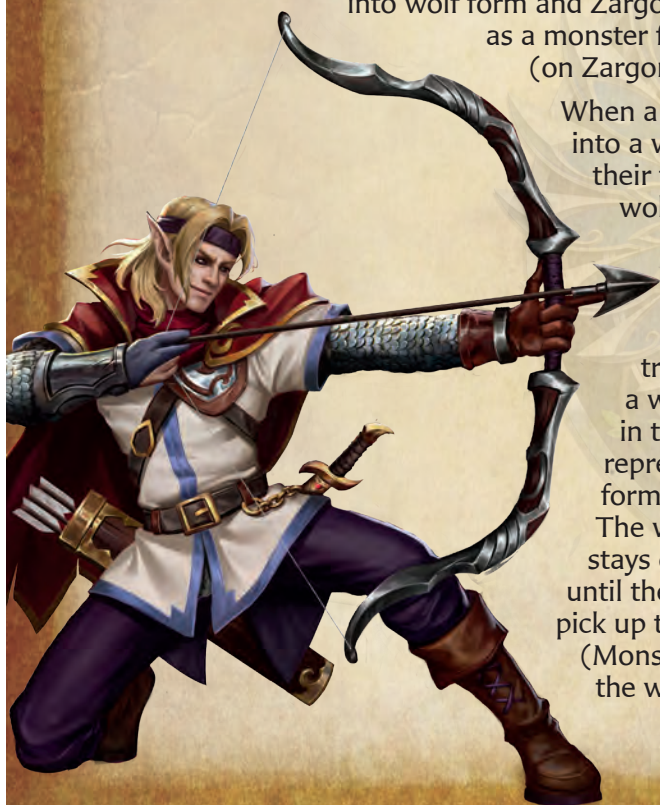
Note: Giant wolves are considered werewolves only in Quest 7.



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If a hero is affected by a *werewolf's curse* spell or injured by the attack of a werewolf, the hero is cursed as a werewolf to switch between hero form and wolf form. At the start of every turn, the hero must roll two red dice to see if they transform into a wolf. A roll of 2 through 9 means the hero remains in hero form and under the control of the player; the hero may move and act normally. A roll of 10 through 12 means the hero transforms into wolf form and Zargon controls them as a monster for one turn (on Zargon's next turn).

When a hero transforms into a wolf, replace their figure with a wolf tile. All of their possessions are left in the square in which they transformed. Place a weapon pack tile in the square to represent the hero's former possessions. The weapon pack tile stays on this space until the hero returns to pick up their possessions. (Monsters cannot take the weapon pack.)



This wolf is a true monster, with no hero abilities and all the abilities of monsters (moves on Zargon's turn, attacks as a giant wolf, unaffected by traps or pits, cannot open doors, etc.).

At the end of Zargon's turn, the wolf transforms back into the hero and returns to the player's control. The hero figure replaces the wolf tile.

The hero must roll for this transformation each turn until they are cured by drinking a *wolfsbane potion* (or the *potion of superior restoration* from the alchemist's shop).

16. Elven Archers

These monsters appear in several quests and are under Zargon's control. Elven archers may attack with four combat dice against any non-adjacent target in their line of sight. They attack with only one combat die if the target is adjacent. If an elven archer's bow becomes warped (from the *twist wood spell*, for instance), they roll only one combat die to attack.

The elven archer's statistics are detailed on the cards that come with this quest pack, as well as in the monster chart at the back of this book.

Zargon, study this book carefully! While it is your guide to running these adventures, it may not answer every question you have during play. When in doubt, use your experience and imagination to make the best choice. Remember that you are the ultimate authority in your *HeroQuest* world!

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A Message from Mentor

Ah, you're here at last, my elven friend. Our time together must be brief, for your skills are needed urgently. As you may have heard, the elven kingdom is in turmoil. Princess Millandriell, who is but a child, has been kidnapped. Queen Terrellia informed me in private that she received a ransom note from her evil sister, the archmage Sinestra, whose hubris has led her to a diabolical plan. The note demands that the Queen abdicate the throne and turn all power over to Sinestra. Only then will the five-year-old princess be returned unharmed.

The Queen has asked me to find an elven hero who has the strength and courage to lead a small band of heroes into Sinestra's stronghold to rescue the princess. Because the girl's life would be forfeited if such a rescue mission failed, Queen Terrellia insists that the chosen hero first prove their worth. The Queen has decided upon three quests for this Elf to undertake on their own before she agrees to the rescue attempt.

I have chosen you to lead the rescue party. If you survive the three solo quests the Queen proposes, your heroic companions may rejoin you as you embark on the mission to rescue Princess Millandriell.

You must succeed in this mission, for your entire race is in danger should Sinestra gain the throne. The safety of the Realm is also at stake, if what I fear is true. I suspect that Zargon is lurking behind Sinestra's schemes. As a willing servant of Zargon, she may call upon the forces of Dread to thwart your mission.

Do not underestimate the importance of the tasks before you, brave elf. If you fail, the King will lose the power and strength of Queen Terrellia's people to Zargon. That will surely mean the end of the Realm!

Mentor



Quest Map Guide

The quest map symbols are color-coded to help you guide the heroes through these quests. Here's what the various map symbol colors mean.



This color is used to highlight traps that the heroes can detect by searching.



This color is used to highlight traps and other hazards that the heroes can neither see nor detect by searching.



This color is used to highlight the monster symbols. See below and the monster chart at the back of this book for actual symbols.



Elven Warrior



Elven Archer



Ogre



Giant Wolf

In each quest, notes prefaced with a capital letter correspond to a matching letter location in the quest map.

Turn page for Quest 1.





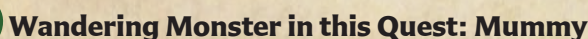
The Sovereign Sword Returns

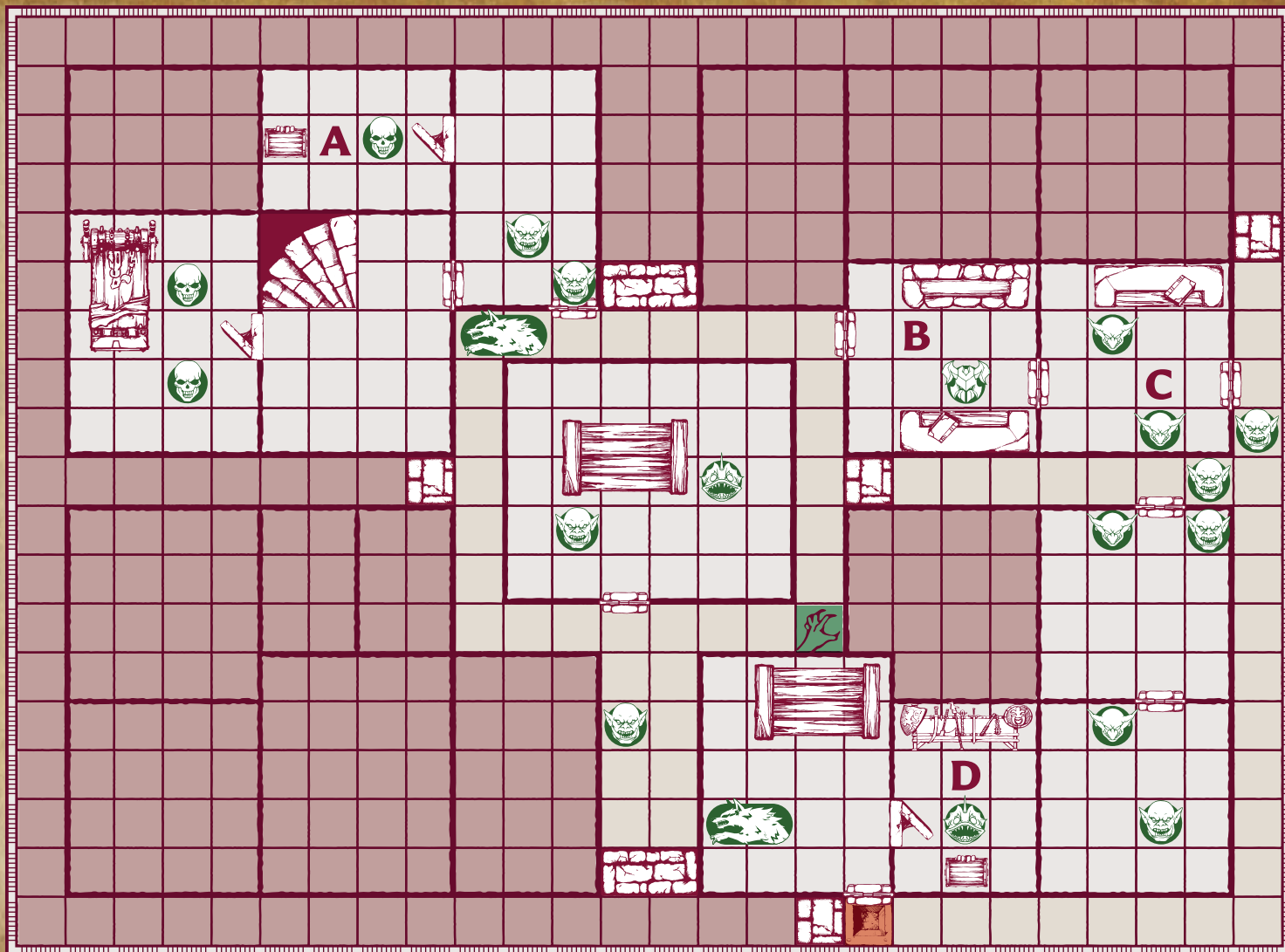
taken to a small fortress along the southern border of the Realm. The iron door is the only way in or out of the fortress. Once you have found the Sovereign Sword, leave through the iron door and bring the sword to Queen Terrellia.”

- A.** Both of the trap doors are linked by a tunnel. Any hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After the Elf moves through it, they roll one combat die. If a skull is rolled, the Elf loses 1 Body Point. After moving from one trap door square to the other, the Elf's or monster's turn is over.
- B.** If the Elf searches for treasure in this room, there is an *Elixir of Life* hidden in one of the bookcases. (See the matching artifact card in the game system.)
- C.** When the Elf enters this room, tell the player that the monsters here are immobile and are unaffected by the Elf's actions. (The room may be searched for treasure if the monsters aren't activated—see note D.)

- D.** This chest has a trap on it. If the Elf searches for treasure before the trap is disarmed, the monsters in room C activate and enter room D on Zargon's next turn. If the Elf searches for treasure after the trap is disarmed or the monsters are defeated, the chest is empty but the tomb holds the Sovereign Sword. Tell the Elf they have found what they sought, and that they may now return to Queen Terrellia.
- E.** If the Elf searches for treasure in this room, they will discover the *Elven Bracers* contained inside the chest. Its use is explained on the matching artifact card.

After the quest has been completed, tell the Elf that Queen Terrellia rewards their success with a set of magical elven chain mail armor. This armor gives the Elf two extra Defend dice. It may be combined with a helmet and shield.





QUEST 2-SOLO QUEST On Sacred Ground

“Your second trial requires that you rescue two of the Queen’s attendants who were kidnapped recently. Foul creatures of Dread have taken these two elves to an underground cavern south of the elven Kingdom. The only entrance

to this stronghold of Dread is a spiral stairway that descends far underground. Starting from this stairway, you must fight your way to the Queen’s attendants, free them, and then bring them back out through the stairway.”

NOTES

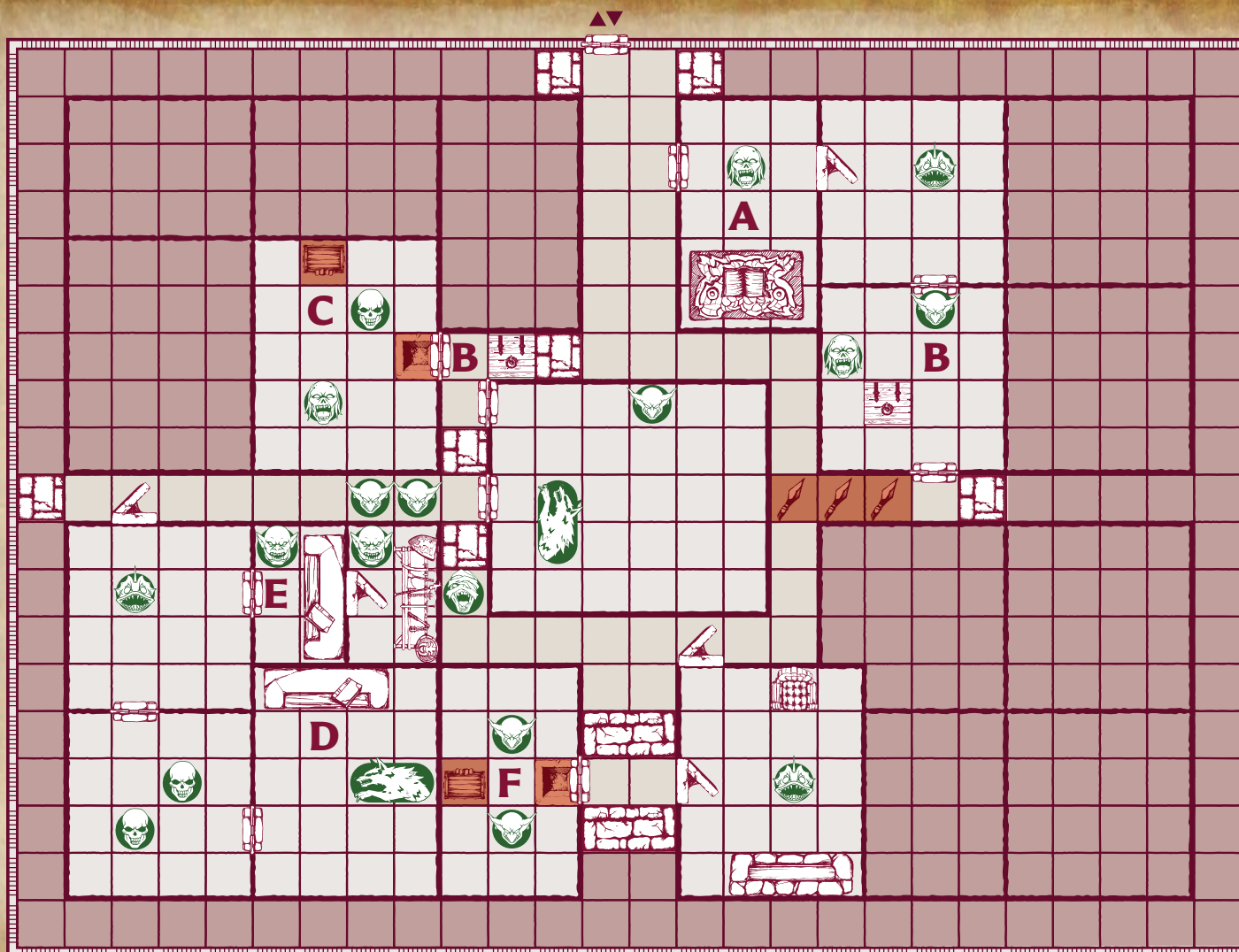
- A.** If the Elf searches for treasure in this room, 300 gold coins are found in the chest. Tell the Elf that torn silk and smashed pieces of jewelry are strewn about on the floor. Neither the fabric nor the jewelry have any value.
- B.** If the Elf searches for treasure in this room, a protective helmet is found. Add this to the Elf’s character sheet. This helmet is exactly like the one described in the armory.
- C.** If the Elf searches for treasure in this room, a *potion of healing* is found in the bookcase. This potion restores up to 4 lost Body Points.

- D.** The Elf finds the two attendants in this room. After the monster in the room is defeated, the Elf may lead the attendants to the spiral stairway. The chest contains 200 gold coins.

After the Elf returns to the stairway, tell them that Queen Terrellia has a special reward of 150 gold coins for them.



Wandering Monsters in this Quest: 2 Orcs



QUEST 3-SOLO QUEST Terrellia's Maze

"As your final test, Queen Terrellia has decreed that you must traverse a dangerous maze of her own devising. She has placed monsters within this maze, promising them their freedom if they can kill you. To pass the test, you must

find a golden book and leave the maze to tell of it. The Queen's guards bring you to the iron door that leads into the maze. Return to the iron door to leave the maze and end the test."

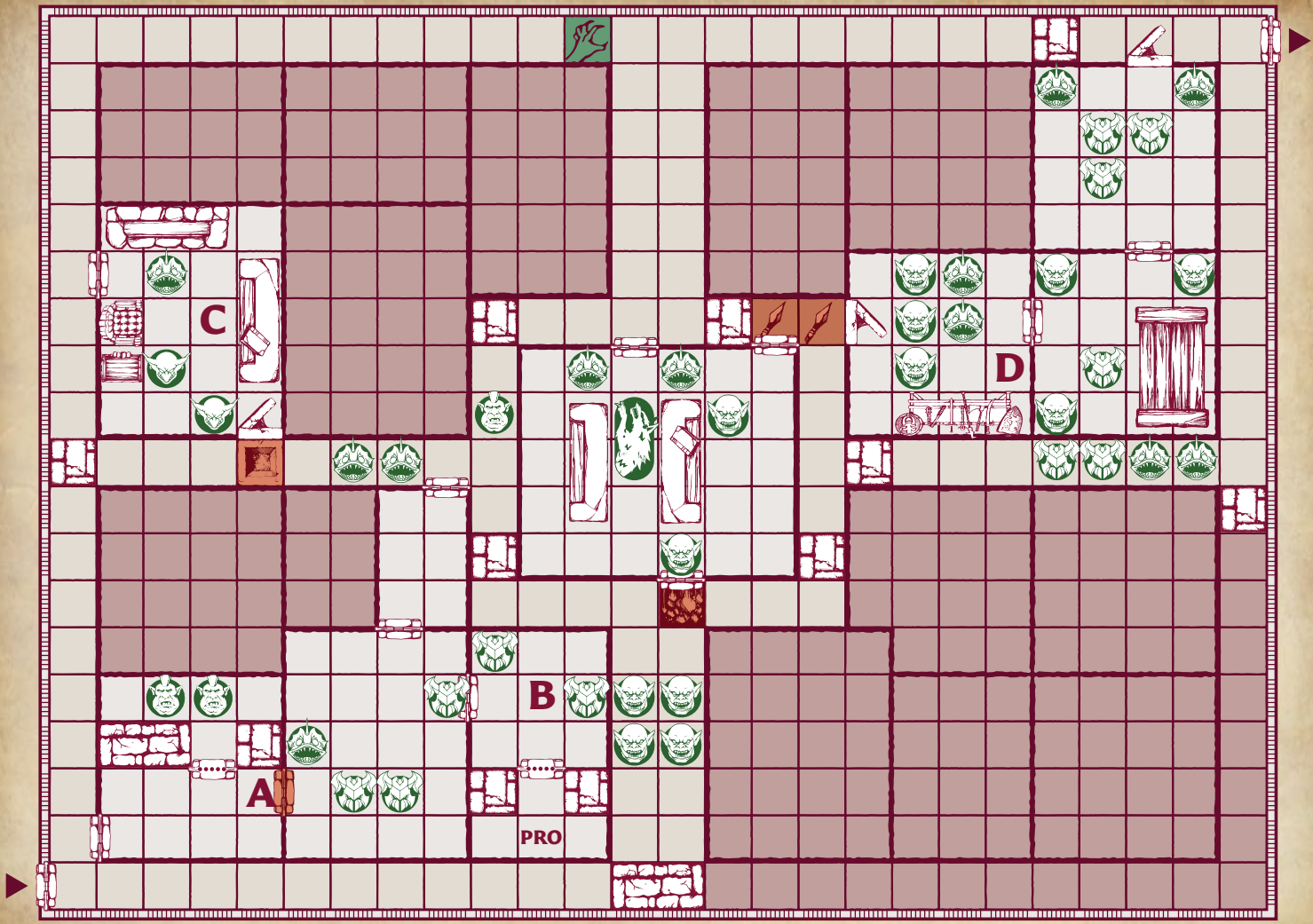
NOTES

Tell the Elf that the treasure cards are not used in this quest and that there are no wandering monsters in this quest.

- A.** If the Elf searches for treasure in this room, a note on the table is found that says:
"All is not as it seems."
- B.** Both of the trap doors are linked by a tunnel. Any hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After the Elf moves through it, they roll one combat die. If a skull is rolled, the Elf loses 1 Body Point. After moving from one trap door square to the other, the Elf's or monster's turn is over.
- C.** This chest has a poison needle trap on it. If the Elf searches for treasure before the trap is disarmed, they lose 1 Body Point. The chest contains 200 gold coins.

- D.** If the Elf searches for treasure in this room, a secret compartment in the bookcase opens to reveal a *potion of healing*. This potion restores up to 4 lost Body Points.
- E.** If the Elf searches for treasure in this room, they discover the golden book in the bookcase. The book tilts forward, causing the bookcase to move up. This reveals a secret door. The room beyond this door holds a weapons rack. A sign above the rack says, "Choose one." If the Elf moves next to the weapons rack, they may choose any one of the weapons from the armory listed in the game system.
- F.** This chest has an explosive trap on it. If the Elf searches for treasure before the trap is disarmed, they lose 2 Body Points. The chest contains 300 gold coins.

Wandering Monster in this Quest: None



QUEST 4-GROUP QUEST

The Elven Prospector

“Your companions now join you as you begin the first part of your mission to rescue Princess Millandriell. The Queen wants you to free the royal prospector, who has been imprisoned inside an old mine by Zargon’s minions. Only this prospector can identify lunarium, a magical

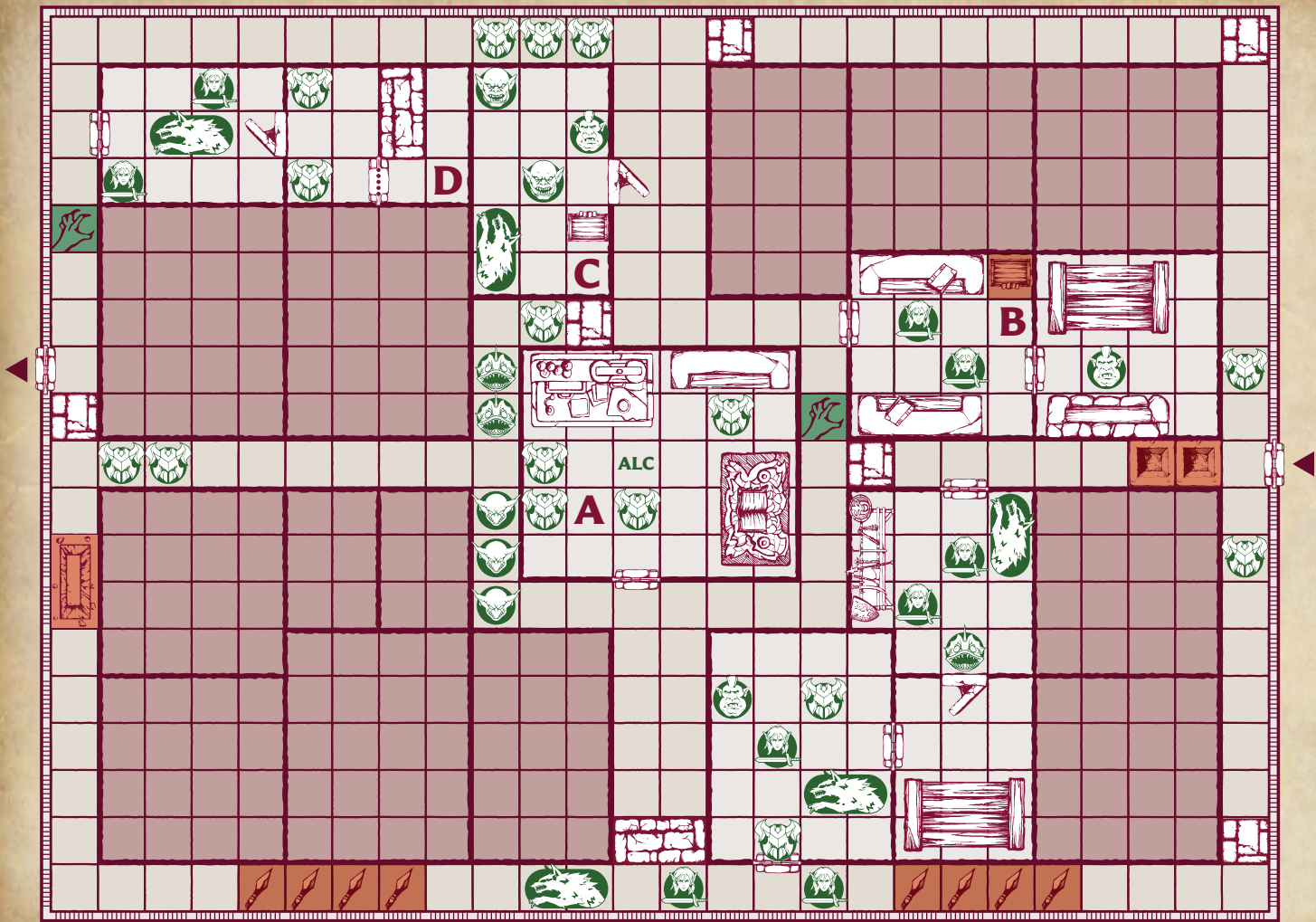
substance that is critical to rescuing the princess. You must enter the mine through the iron door, find the prospector, and then leave through the wooden exit door with the prospector.”

NOTES

- A.** The door marked “A” has a trap on it. If a hero opens this door before the trap is disarmed, the portcullis in this room rises and the ogres attack on Zargon’s turn (along with the monsters in the next room).
- B.** The prospector is behind a locked portcullis. Place the prospector tile on the square marked “PRO.” He tells the heroes that they must find the brass key to free him. Once the heroes return here with the brass key, they can open the portcullis. Hand the prospector tile to the hero who had the brass key (and take the brass key tile back). If that hero is killed, the prospector and brass key are returned to their original locations. If the heroes need to retrieve the prospector again, two new Dread warriors guard him.
- C.** The first hero to search for treasure in this room finds a *Treasure Without Doom* spell scroll, a brass key, and 800 gold coins in the chest. The spell scroll’s use is explained on the matching artifact card. Hand the player the brass key tile. Only one scroll is found, even if the heroes must return to this room to regain the key.
- D.** The weapons on this rack are rusted beyond repair. There is nothing here the heroes would want.



Wandering Monsters in this Quest: 2 Dread Warriors



QUEST 5-GROUP QUEST

The Alchemist's Laboratory

"The evil high alchemist's laboratory on the western border of the elven lands contains the only known supply of lunarium. You must take the prospector to the laboratory and find a flask of lunarium. Only lunarium can

open an entry into the Realm of Reflection where the princess is held captive. Enter the laboratory through the iron door and find the wooden exit door to leave once you have located the flask of lunarium."

NOTES

If the hero who holds the prospector's tile is killed during this quest, monsters take the prospector to room "D." Don't reveal this information to the heroes until they enter room "D."

- A.** The high alchemist is in this room. Use the Dread sorcerer figure for him and place it on the square marked "ALC." His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	4	4

The high alchemist knows the following Dread spells: *mind blast*, *restore Dread*, *summon wolves*, and *werewolf's curse*.

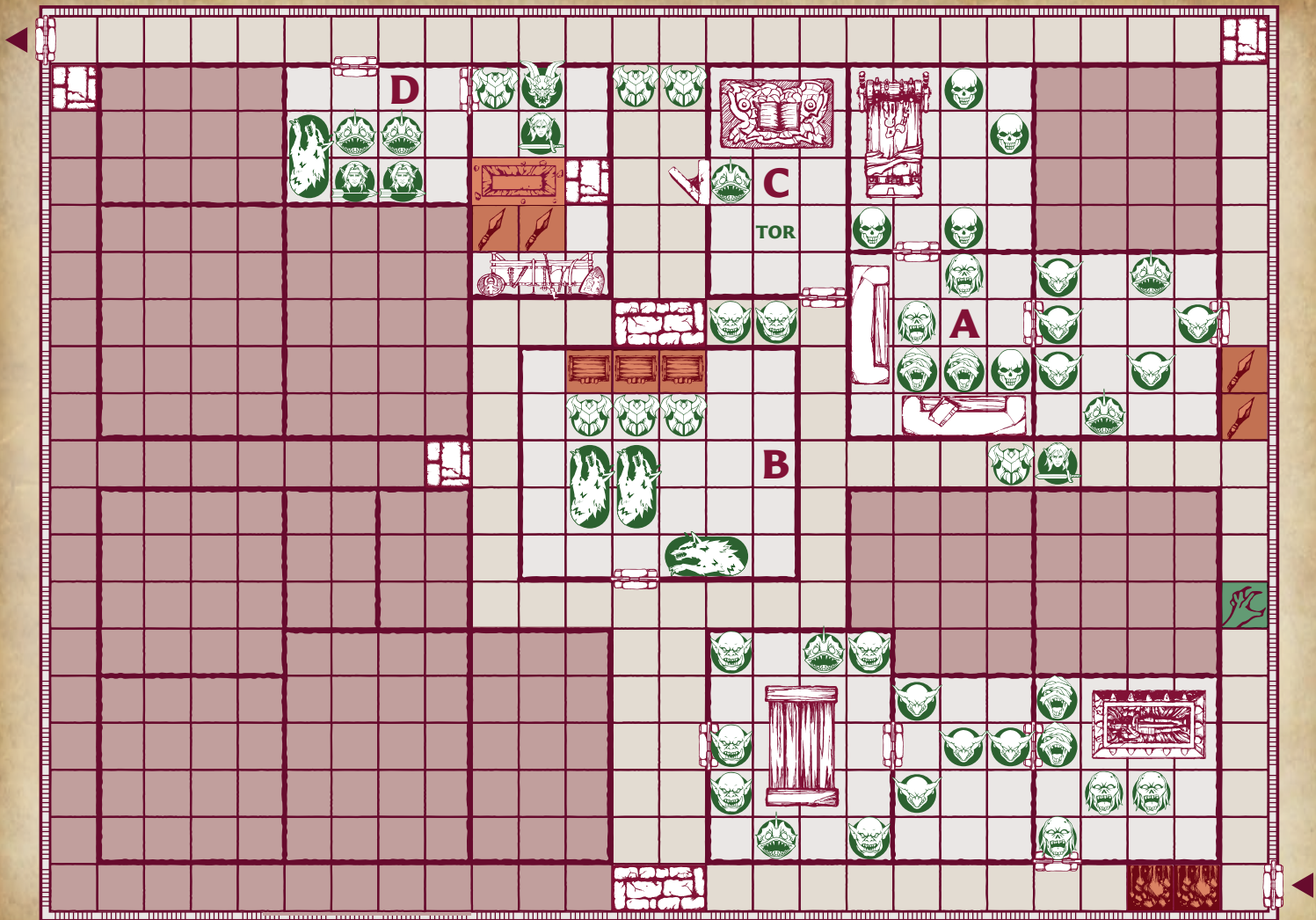
The first hero to search for treasure in this room sees hundreds of bottles containing silver liquids. Only the prospector can determine which bottle contains true

lunarium. If the prospector is with the heroes, hand the lunarium tile to the first hero who searches for treasure.

- B.** This chest has a poison dart trap on it. If a hero searches for treasure before the trap is disarmed, that hero loses 2 Body Points. The chest contains a brass key and *Elven Boots*. Its use is explained on the matching artifact card. Hand the player the brass key tile.
- C.** The first hero to search for treasure in this room finds 2 *potions of healing* and 750 gold coins inside the chest. Each potion restores up to 4 lost Body Points.
- D.** If the prospector has been captured, he is imprisoned here. The heroes must have the brass key to open the portcullis. If the heroes need to rescue the prospector more than once, there are always two new Dread warriors on guard here.



Wandering Monsters in this Quest: 3 Zombies



QUEST 6-GROUP QUEST Tormuk's Guests

"Sinestra has struck again! One of her servants, Tormuk the necromancer, cast a spell upon two of Queen Terrellia's bodyguards, the finest elven archers in the kingdom. The archers now fight alongside Tormuk. The Queen wants you

to find the archers. The spell can be broken once they are alone with you. Scouts say that Tormuk's base is in an old castle south of the elven lands. Enter the castle through the iron door and leave through the wooden exit door."

NOTES

- A. The first hero to search for treasure in this room finds two *potions of healing* in the cupboard. Each potion restores up to 4 lost Body Points.
- B. Each chest in this room has a trap on it. If a hero searches for treasure in this room before all three traps are disarmed, the hero loses 2 Body Points for each trap that hasn't been disarmed. The first hero to search for treasure finds 1,000 gold coins and the *Ancient Staff*. The staff's use is explained on the matching artifact card.
- C. Tormuk is in this room. Use the Dread sorcerer figure for him and place it in the square marked "TOR." His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	6	6

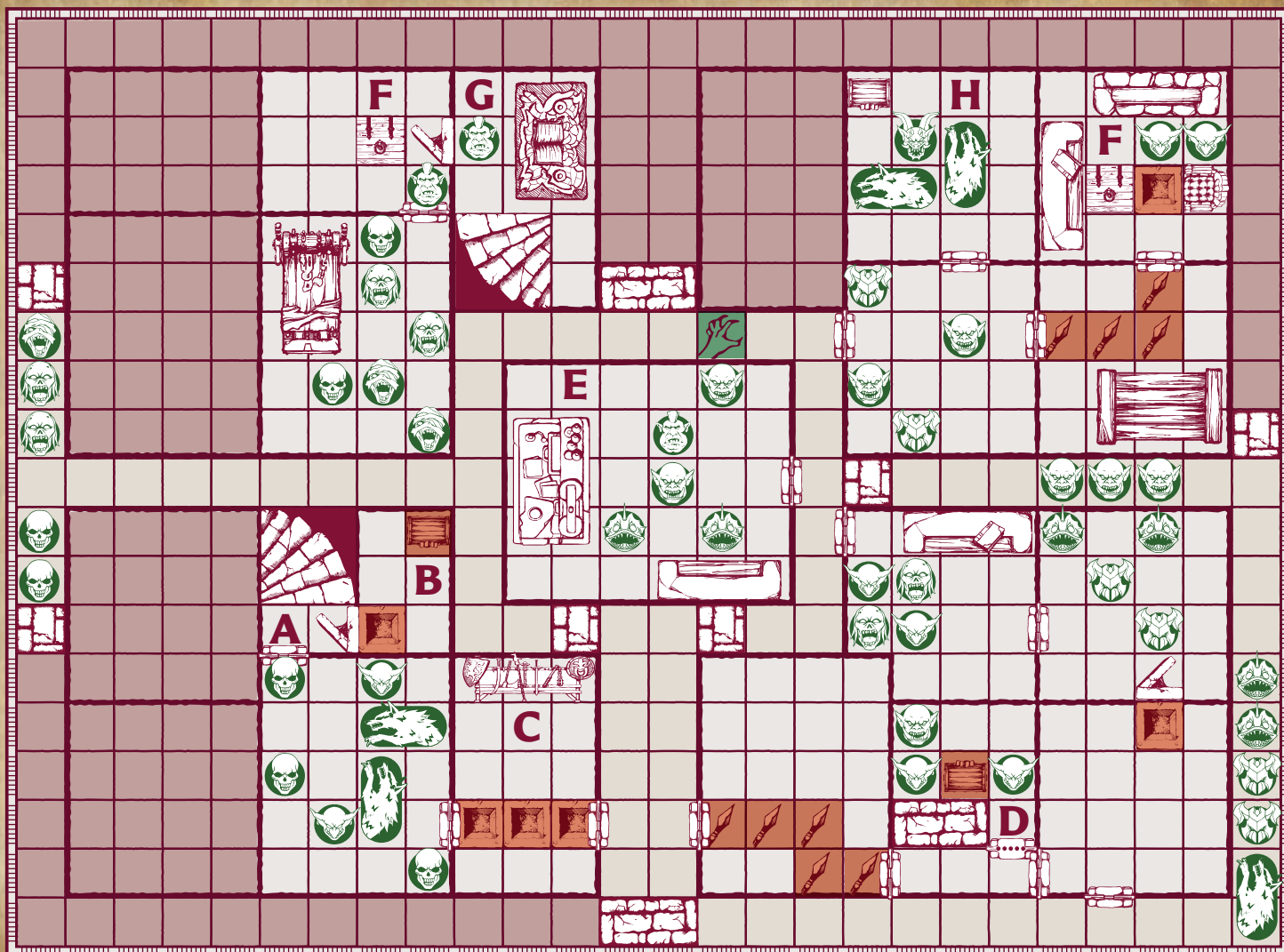
Tormuk knows the following Dread spells: *command*, *mirror magic*, *mind blast*, *reanimation*, *summon wolves*, and *werewolf's curse*.

The first hero to search for treasure in this room finds a *Treasure Without Doom* spell scroll on the table. The spell scroll's use is explained on the matching artifact card.

- D. The elven archers fight the heroes to the best of their ability if the other monsters in this room are alive. Once the heroes have killed the other monsters in this room, Tormuk's spell is broken. If the elven archers are still alive, they fight on the heroes' side for the remainder of this quest only. They are under the control of the Elf, and they move and attack after them.



Wandering Monster in this Quest: Abomination



QUEST 7-GROUP QUEST Gliness Fen

"The time has come to assault Sinestra's stronghold. She lives deep within the marshes of Gliness Fen. You must enter her castle to begin your search for Princess Millandriell. Spies report that the gateway to the Realm of

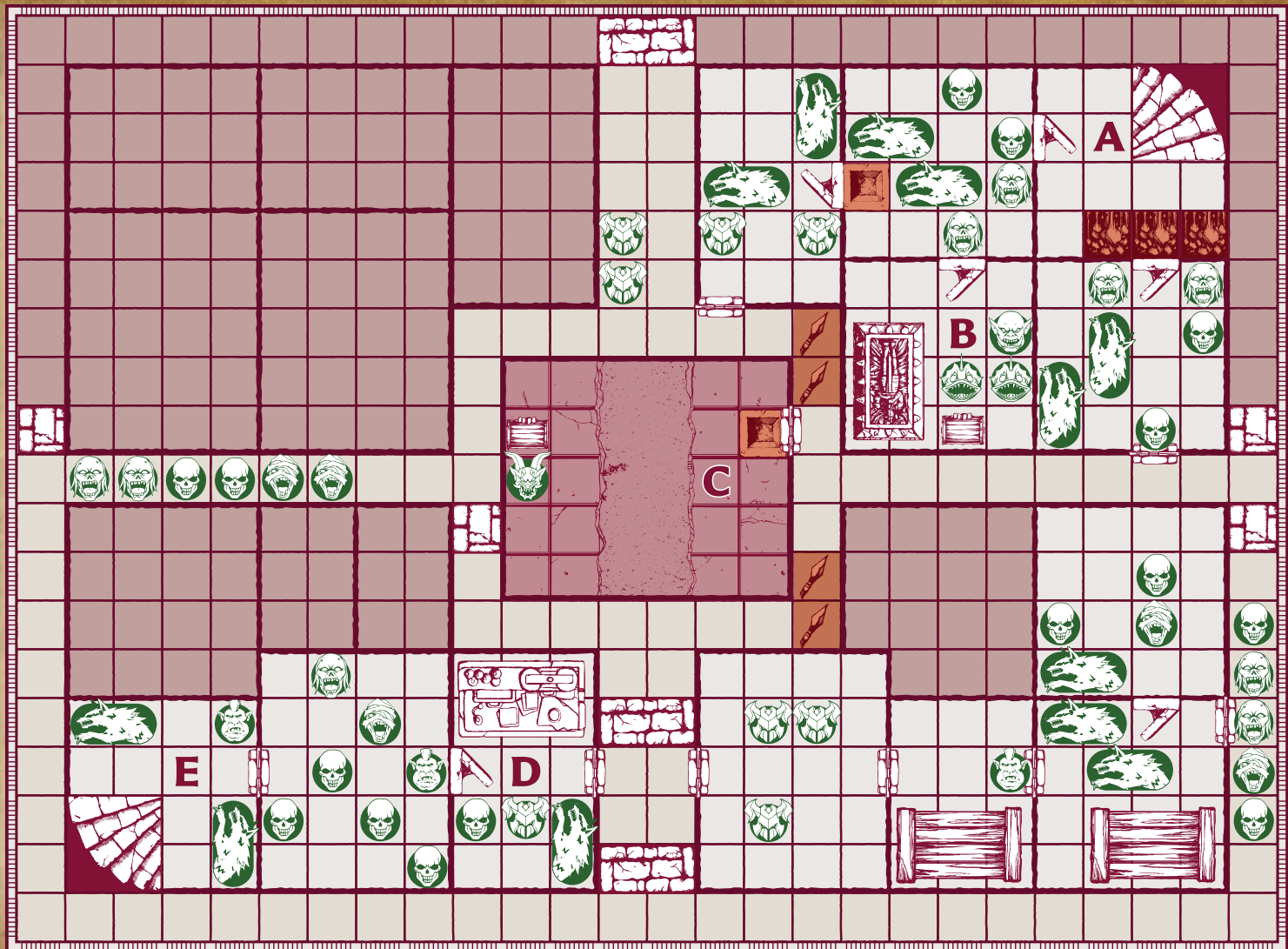
Reflection is in the castle's deepest dungeon. A spiral stairway winds down to the first level of the castle. Search for another spiral stairway to reach the next lower level. Millandriell's life is in your hands, my friends."

NOTES

- A. The heroes begin the quest on this spiral stairway.
- B. This chest has a poisonous gas trap on it. If a hero searches for treasure in this room before the trap is disarmed, each hero in the room loses 1 Body Point. The chest contains 650 gold coins.
- C. The first hero to search for treasure in this room finds a tool kit in the weapons rack. Its use is explained on the matching artifact card. This hero also finds a brass key. Hand the player the brass key tile.
- D. The portcullis does not open unless a hero has the brass key from room "C." The first hero to search for treasure in this room finds two *potions of healing* in the chest. Each potion restores up to 4 lost Body Points.
- E. The first hero to search for treasure in this room finds two *wolfsbane potions*.
- F. The trap door is linked by a tunnel to the trap door in the other room "F." Any hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a hero moves through it, they roll one combat die. If a skull is rolled, the hero loses 1 Body Point. After moving from one trap door square to the other, the hero's or monster's turn is over.
- G. The first hero to search for treasure in this room finds the *Sky Orb* under the table. Give the hero the *Sky Orb* artifact card, tile, and tokens. The spiral stairway leads down to the second level of Sinestra's castle.
- H. The first hero to search for treasure in this room finds 500 gold coins in the chest.



Wandering Monster in this Quest: Werewolf



QUEST 8-GROUP QUEST The Gathering Storm

"Sinestra now knows of your mission. She is gathering her evil servants to oppose you. You must hurry on despite her efforts. The closer you get to the lowest level of the castle, the greater the danger to the

princess. Speed is your only ally now. From the spiral stairway that brought you down from the first level, search this second level for another spiral stairway leading lower still."

NOTES

- A.** The heroes begin the quest on this spiral stairway. As the heroes step off the stairway, read the following aloud:

"As you enter this subterranean level, your feet sink slightly into the soggy ground. A wet, moldy smell permeates the air."

- B.** The first hero to search for treasure in this room finds a *Bone Wand* and 500 gold coins in the chest. The wand's use is explained on the matching artifact card.
- C.** The gargoyle in this room can cast spells. It knows the *Dread spells command* and *firestorm*.

Dividing the room is a quicksand pit. To reach the other side of the quicksand pit, a hero must stand adjacent to it and try to jump over the quicksand. The hero rolls one combat die in the attempt. If a black shield is

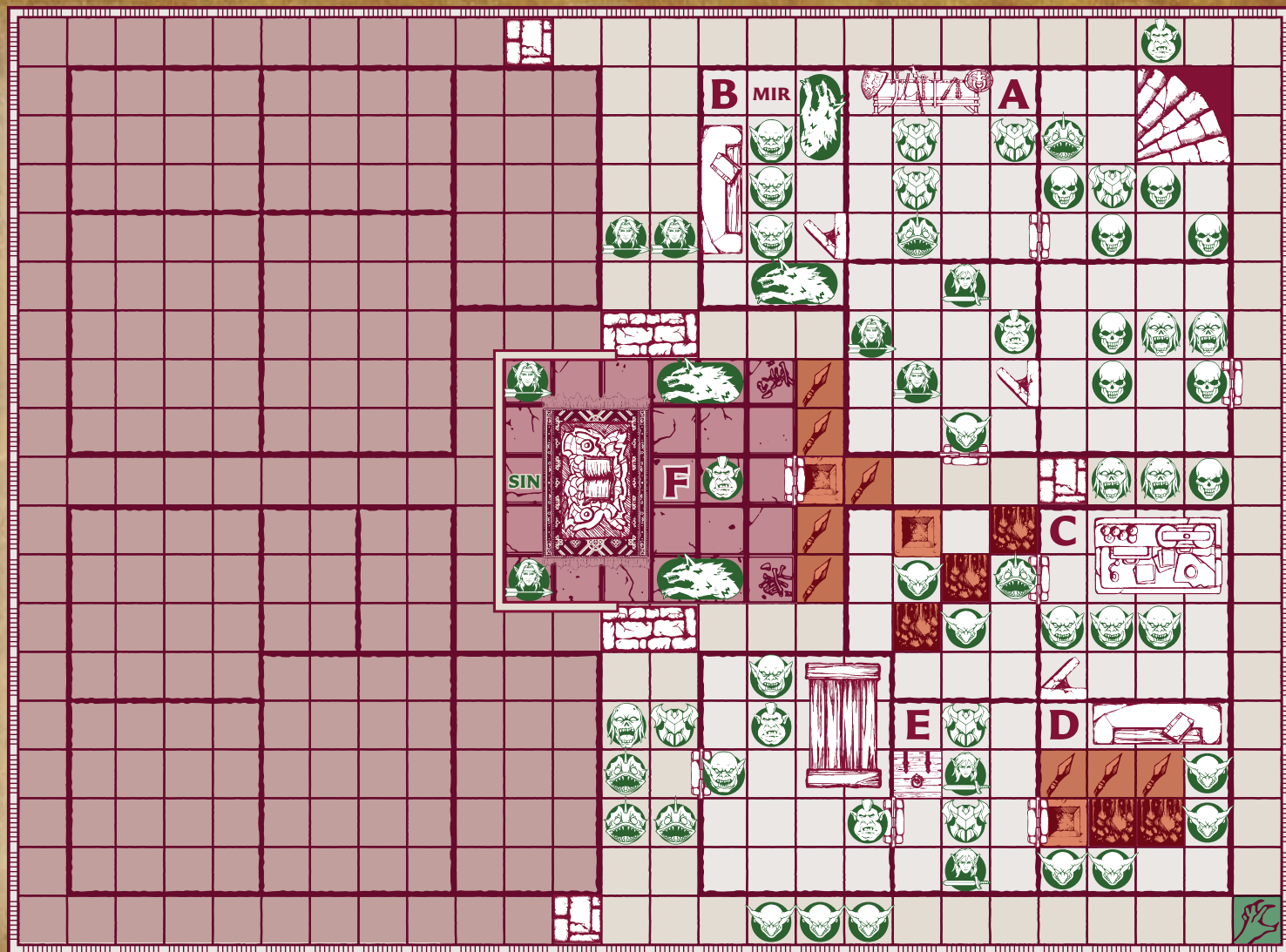
rolled, the hero successfully lands on the square directly across from the square they left. Any other result means the hero lands in the quicksand and starts to sink. To avoid death, tell the hero to immediately discard any two items (weapons, armor, potions, scrolls, etc.). This ends the hero's turn. On the hero's next turn, the hero climbs out of the quicksand onto the square across from the square they left. This ends the hero's turn.

The first hero to search for treasure in this room finds a gem worth 900 gold coins in the chest.

- D.** The first hero to search for treasure in this room finds a bag of heroic brew.
- E.** This spiral stairway leads down to the next level.



Wandering Monster in this Quest: Dread Warrior



Zargon, Quests 9 and 10 are one double-sized quest. Notes A through F refer to the Quest 9 map while notes G through K refer to the Quest 10 map. The heroes move back and forth between these two quests. Mind and Body Points are not restored when the heroes cross between Quests 9 and 10. Since the two quests use different parts of the gameboard, leave the Quest 9 rooms set up when the heroes enter the mirror and cross over to Quest 10.

QUESTS 9 & 10-DOUBLE QUEST Silvermane's Lair

"You have reached the depths of Sinestra's fortress, her private den known as Silvermane's Lair. Look for the large mirror. It's the entry to the Realm of Reflection where the princess is imprisoned. Rub the lunarium on the mirror's surface to gain entry.

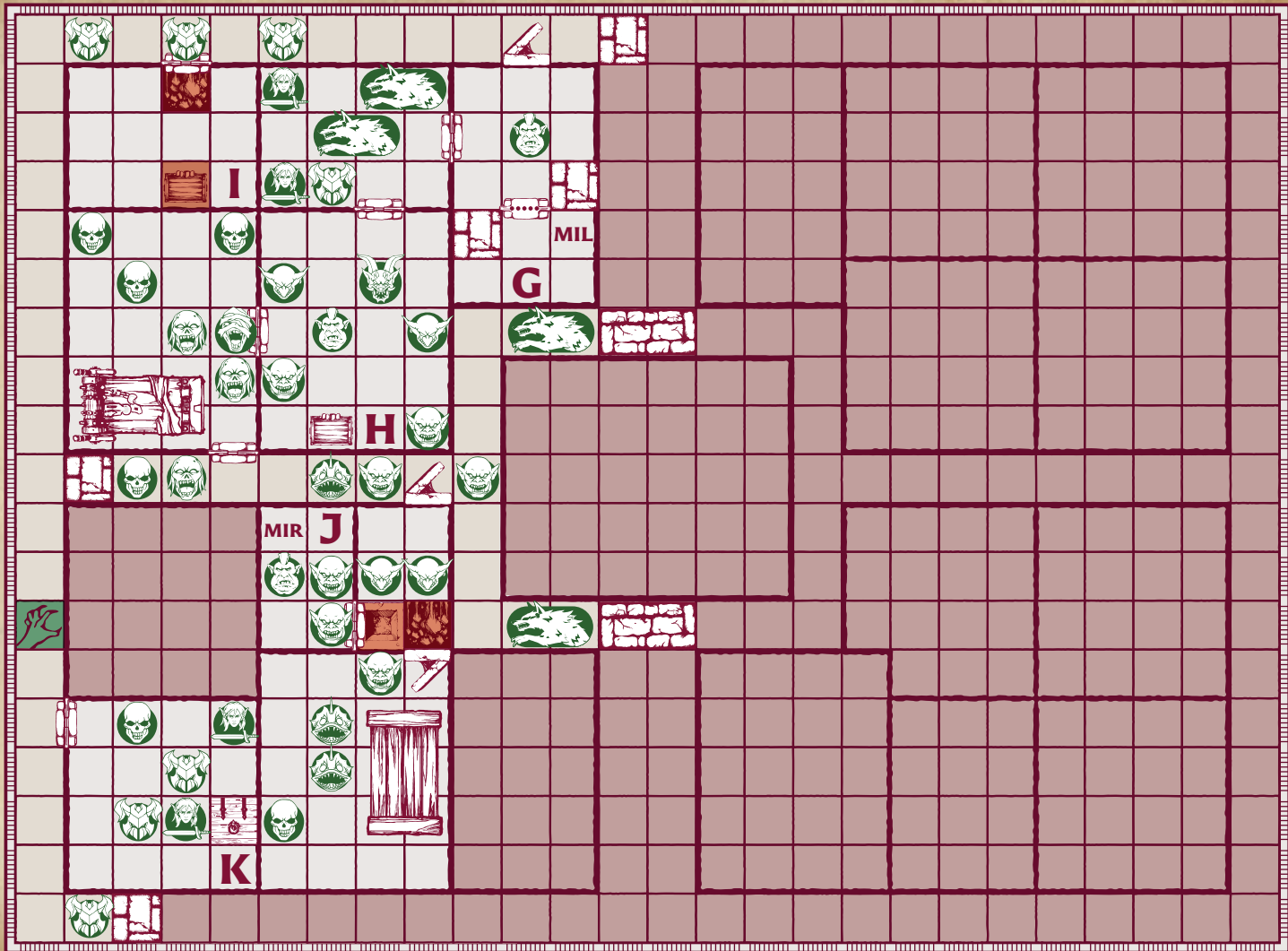
Then enter the realm to rescue Princess Millandriell. However, Sinestra must be dealt with also. Find the Elven Bow of Vindication, a magical weapon that can help you destroy her. Start at the spiral stairway and search for the child and the archmage."

QUEST 9 NOTES

- A. The first hero to search for treasure in this room finds a brass key among the weapons on the rack. Hand the player the brass key tile. (This key is used in room "G" in Quest 10.)
- B. Place the mirror with the image of Princess Millandriell on the square marked "MIR," with Millandriell's side facing the heroes. When the hero with lunarium moves adjacent to the mirror, the mirror turns black. Turn the mirror tile so the dark side is facing the heroes. Tell the players that any hero can now pass through the mirror into the Realm of Reflection. (A hero who enters the mirror is placed on the square marked "G" in Quest 10. That hero can continue to move if they have movement left.) Heroes cannot return to room "B" via the mirror.
- C. The first hero to search for treasure in this room finds an *elven potion of speed* on the bench. This potion grants the

Elf 12 squares of movement and two attacks per turn until the Elf suffers at least 1 Body Point of damage.

- D. The first hero to search for treasure in this room finds an *elven potion of vision* hidden in the bookcase. This potion enables the Elf to see all secret doors and gold-coded traps within their line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.
- E. The trap door is linked by a tunnel to the trap door in room "K" in Quest 10. Any hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a hero moves through it, they roll one combat die. If a skull is rolled, the hero loses 1 Body Point. After moving from one trap door square to the other, the hero's or monster's turn is over.



QUEST 9 NOTES continued:

F. This is Sinestra's inner sanctum. Place the inner sanctum room and wall on the gameboard when a hero enters this room. Use the elven archmage figure to represent Sinestra and place her on the square marked "SIN." Sinestra's stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	4	9

Sinestra knows the following Dread spells: *dispel*, *firestorm*, *mind blast*, *mirror magic*, *reanimation*, *restore Dread*, *summon wolves*, and *werewolf's curse*.

Once Sinestra has been defeated and Millandriell found, this quest is over. Read Mentor's final comments in the conclusion that follows the notes for Quest 10.

QUEST 10 NOTES

- G.** Princess Millandriell is in this cell. Hand her tile to the first hero into the cell. She is overjoyed to see the heroes. The brass key opens the portcullis, but if the heroes don't have the key, a hero must roll less than their Body Points on two red dice to force the portcullis open. Each hero may try once per turn until the portcullis opens.
- H.** The first hero to search for treasure in this room finds a large ruby worth 800 gold coins in the chest.

- I.** This chest has a poison needle trap on it. If a hero searches for treasure before the trap is disarmed, they lose 3 Body Points. The chest contains a *potion of speed*. This potion grants the Elf 12 squares of movement and two attacks per turn until the Elf suffers at least 1 Body Point of damage.
- J.** The mirror in this room has the image of the *Elven Bow of Vindication*. If the hero with the *lunarium* moves next to the mirror, the hero can reach into the mirror and grab the bow. Hand the player the *Elven Bow of Vindication* card. **Note:** At the end of this quest, Queen Terrellia takes the bow, as it is a treasure of the elven kingdom.
- K.** The trap door is linked by a tunnel to the trap door in room "E" on quest map 9. Any hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a hero moves through it, the player rolls one combat die. If a skull is rolled, the hero loses 1 Body Point. After moving from one trap door square to the other, the hero's or monster's turn is over.



Wandering Monsters in this Quest: 2 Dread Warriors

Conclusion

Fearless heroes, a great celebration is about to be held in your honor. Queen Terrellia wishes to thank you for rescuing the princess of the elven people from a horrible fate.

Because of your valiant efforts, peace and order have been restored to the Realm. You have ended a dire threat to the elven people, at great risk to yourselves. You fought a mighty battle against the forces of Dread and emerged victorious.

Queen Terrellia has decreed that your names be written down in the ancient Book of Elven heroes, for your deeds have truly earned you a place among the most famous in their long history. Your names shall become synonymous with heroism and justice. Legends and songs will praise you for as long as elves have voices to tell of your deeds.

The Queen is also thankful that you have returned the sacred *Elven Bow of Vindication*. As a token of her kingdom's gratitude, she has asked me to give you this ancient chest. Inside, you find 2,000 gold coins. Take this treasure and divide it among you.

Go now and join in the celebration. Until we meet again, take care my friends.

Mentor



Artifact Reference

Ancient Staff

This magical staff enables the Elf to reflect any monster's spell back at the spellcaster. The spellcaster and all other monsters in the same room suffer the full effects of the spell, while the Elf and their companions are immune to the effects. The staff works only 5 times, then it becomes useless.

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Bone Wand

This artifact enables any hero to control all skeletons in one room for one turn. They can move them and make them attack during this turn. The hero can make the skeletons attack each other or any other monsters in the room. The Bone Wand works only once per quest.

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Elven Boots

These boots grant the Elf an extra red die for movement. The Elf can roll 3 dice for movement either before or after taking an action. The boots wear out if the Elf rolls identical numbers on any 3 dice.

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Elven Bow of Vindication

Only an Elf may use this bow. An arrow fired from this bow hits and instantly kills any one monster within the Elf's line of sight, unless the monster rolls a black shield on 1 combat die. There are only 4 arrows with this bow and the bow is rendered useless once all of these arrows have been fired. This card can be used only in the *Mage of the Mirror* quest pack.

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Elven Bracers

These metallic wrist bands have magical powers. When placed on the Elf's wrists, these glowing artifacts greatly enhance the Elf's physical and mental abilities. The bracers add 2 extra Body Points and 1 extra Mind Point to the Elf's total. They can be worn only by the Elf.

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Sky Orb

The hero who possesses this orb may use it to absorb a total of 4 Mind Points of damage. Each time the hero would normally suffer the loss of 1 Mind Point, they instead hand Zargon one of the blue Sky Orb tokens and suffer no Mind Point damage. When all 4 tokens have been handed to Zargon, the Sky Orb is rendered useless.

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Spell Scroll





Treasure Without Doom—This spell scroll enables a hero to pick cards from the treasure deck, ignoring all wandering monster and hazard cards, until they pick a card showing gold, a potion, gems, or jewels. Alternatively, it can be used to open one chest without harm, disarming any trap on the chest. The scroll crumbles to dust after it is used.

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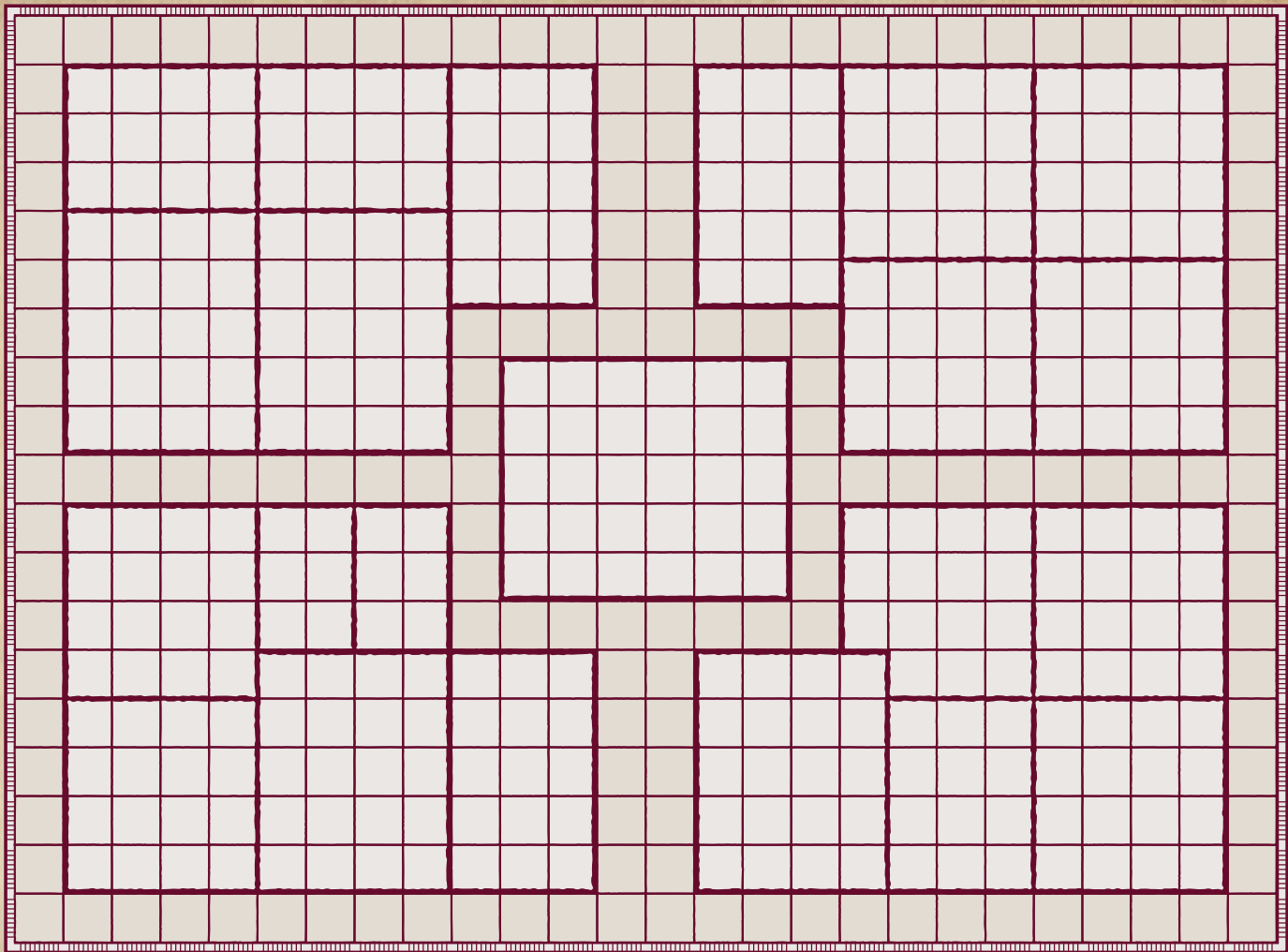


Monsters



Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Elven Archer*		6	4(1)	2	3	2
Elven Warrior		6	4	3	3	2
Ogre		4	6	4	5	2
Giant Wolf		9	6	3	5	1

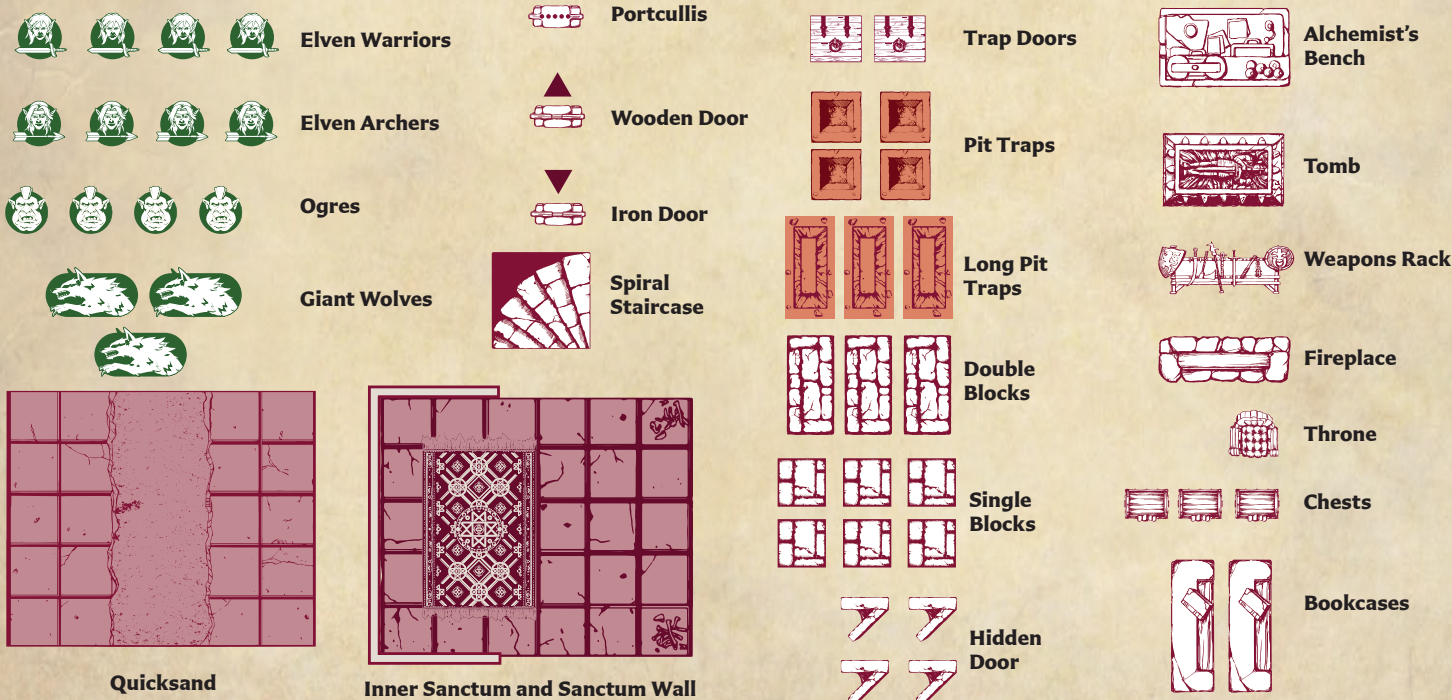
* Elven Archers attack with four combat dice against non-adjacent targets, but with only one die against adjacent targets.



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